

PATCHWORLD

Project

PArenTs and CHildren Working, ORganising and Learning together
135285-LLP-1-2007-1-IT-KA3-KA3MP
Grant Agreement 2007- 3620/001-001

Newsletter



THE PATCHWORLD GAME

SOCIAL NETWORK ACTIVITIES

The activities to be developed by the European families are based on a **Moodle web platform**. The aim is to create a learning community of children and parents and involve all together in the use of web applications and tools to present their family and its context.

Six topics have been singled out: *Identifying the Family name, Presenting the family place, the Sport in the family, Family cooking book, Holiday habits, Personal Blog.*

The families have at their disposal various tools to use as: Assignments, Blogs, Chats, Choices, Databases, Forums, Glossaries, Lessons, SCORM, Survey, Quizzes, Wiki, Workshops.

The topics

Explain the family name

Each family has to search information about the meaning and the history of its surname. To achieve the aim every family can visit a list of suggested websites.

The information collected have to be written down by the family in the *Moodle Glossary Activities*

Presentation of the place

Each family has to find out and collect **pictures** of its town and of important places for the family including funny situation.

The photos should be of 3 types:

- 1) original picture taken by users;
- 2) photos found by users using Google Images (<http://images.google.com>);
- 3) photos found by users using Flickr (www.flickr.com).

The sports in the family

Each family has to answer a polls concerning its favourite sports using the Moodle choice activity
The results will be published and showed to the contestants

Each family can discuss the poll results in a Moodle Forum activities.

The family cooking book

This activity asks each family to edit a simple *multiple choice* question about the recipe of famous and traditional national dishes or beverages.
Each family writes down the question in a document showing the correct answer.

The document will be uploaded on the web server using the functionalities of the *Moodle Assignment activity*.

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All the questions are collected and published in a Moodle Quiz activity. All the families participating will open and take the Moodle quiz.

Each family propose a recipe and choose one recipe proposed by the other participants and commit itself to try it. The result will be photographed and inserted in the forum.

Traditional holiday habits

This activity requests each family to point out the more interesting or funny or curious movies of national or local celebrations like Christmas, Eastern, mother's day, patron saint's day, etc...

The search of movies will be done using YouTube (under parents supervision).

Each family, using the share option of YouTube, will copy and paste the movie link in a post of the forum inserting a brief description of the event.

Personal blog

By Using the *Moodle Blog activity* each family can publish personal information concerning: hobbies, family pictures, gestures, nicknames and diaries.

QUIZ CONTEST/COMPETITION

On the base of defined areas (*Sport, Music, Time Machine, Health, Sciences, People and Places*) the involved families participate in a challenging quiz...



The concept of the game: The game is located in an environment typical for the quiz game. The name of the environment can be personalized in order to suggest a contest familiar to the recipient.

Each player is presented on the game set by an **avatar** chosen in an archive composed of 8 examples (4 men and 4 women), with the possibility to personalize these (hairstyle, hair colour, colour of the skin, clothes). The avatar of the player/team is confronted to the avatar chosen by the contestant player or team.

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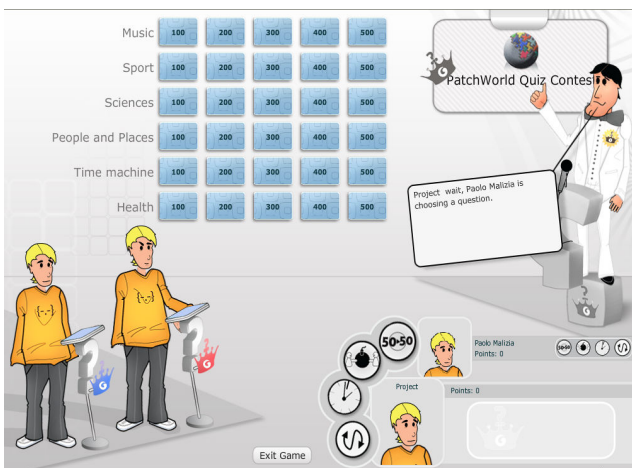
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Multilingual: The Learning Game interface, functions and data base support **more than one language.**



Players: The game can be played **by single persons** OR in **teams** as single player.

One can participate by:

1. registering to a tournament
2. independently, choosing a competitor between the ones online.

The players challenge each other in a tournament that can be in rounds or by direct elimination. Initially it will be possible to play only in rounds.

The carrying out of the game

- The system generates a **battery of questions**, choosing them in a casual order from a data base.
- The **schedule** with the questions selected (5 questions for each of the 6 categories, chosen in a casual order from the data base) is shown to each participant.
- At turn each contestant selects a question choosing a category and a value (level of difficulty).

The carrying out of the game works through the **alternation of turns between the two players** (there is the possibility that the second player answers to the question to which the first player has not answered).

The classifications

The general classification of the teams is updated:

- at the end of each match in case of tournament with direct elimination, or
- at the end of each round in case of tournament with rounds.

The scores reached by the single participant / team are kept in memory in order to draw the individual classifications.

AND NOW LET'S PLAY AND MAY THE BEST WIN !!!